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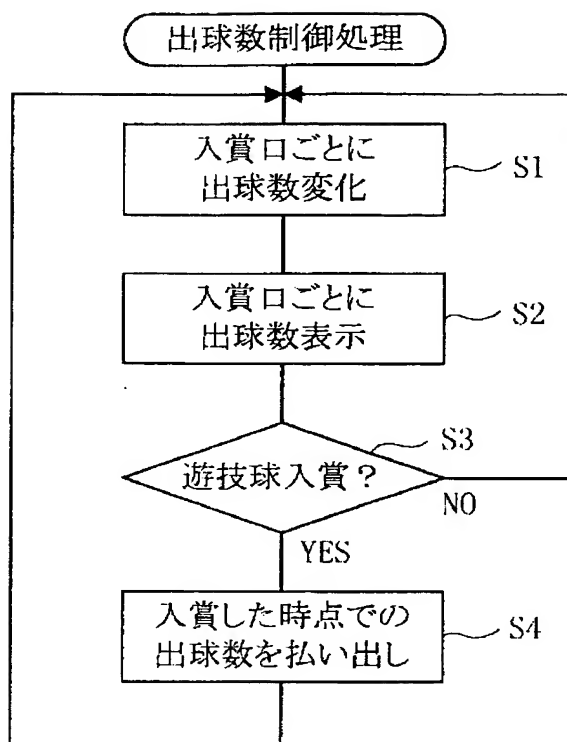
Summary.

(57) [Abstract]

[Technical problem] While inviting a game person's interest, the game machine which can utilize change of the number of award balls effectively is offered.

[Means for Solution] If a game sphere goes into either of the winning-a-prize mouths prepared in two or more [in a game field], while paying out the game sphere as a prize, it is the pachinko game machine to which it pays out for every winning-a-prize mouth, and the number of award balls which is a schedule is changed, and CPU displays on the screen right half of the 1st display the number of award balls which changes for every winning-a-prize mouth (S2).

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CLAIMS

[Claim(s)]

[Claim 1] The game machine carried out [having had the display means which is the game machine to which it pays out to the aforementioned winning-a-prize mouth, and the number of award balls which is a schedule is changed, pays out to the aforementioned winning-a-prize mouth, and indicates the number of award balls which is a schedule by adjustable, while paying out the game sphere as a prize, when the game sphere went into the winning-a-prize mouth prepared in the game field,

and] as the feature.

[Claim 2] The game machine are the game machine to which it pays out for every aforementioned winning-a-prize mouth, and the number of award balls which is a schedule is changed while paying out the game sphere as a prize, if a game sphere goes into either of the winning-a-prize mouths prepared in two or more [in a game field], pay out for every aforementioned winning-a-prize mouth, relate with the arrangement part of each winning-a-prize mouth the number of award balls which is a schedule, and carry out having had the display means which indicates by adjustable as the feature

[Claim 3] The aforementioned display means is a game machine according to claim 2 which displays the change pattern which shows whether it is great success on the screen half of another side while paying out for every aforementioned winning-a-prize mouth and indicating the number of award balls which is a schedule by adjustable at a screen half.

[Claim 4] The control method of the game machine which is the control method of the game machine to which it pays out to the aforementioned winning-a-prize mouth, and the number of award balls which is a schedule is changed while paying out the game sphere as a prize, if a game sphere goes into the winning-a-prize mouth prepared in the game field, and is carried out [paying out to the aforementioned winning-a-prize mouth, and making a display means indicate the number of award balls which is a schedule by adjustable, and] as the feature.

[Claim 5] The control method of a game machine of being the control method of the game machine to which it pays out for every aforementioned winning-a-prize mouth, and the number of award balls which is a schedule changes while paying out the game sphere as a prize, if a game sphere goes into either of the winning-a-prize mouths prepared in two or more, paying out for every aforementioned winning-a-prize mouth, and carrying out relating to the arrangement part of each winning-a-prize mouth, and making a display means indicating the number of award balls which is a schedule by adjustable as the

[Claim 6] The control method of a game machine according to claim 5 of displaying on the screen half of another side the change pattern which shows whether it being great success while paying out for every aforementioned winning-a-prize mouth and making the screen half of the aforementioned display means indicating the number of award balls which is a schedule by adjustable.

[Claim 7] The terminal unit of the arbitrary number which can communicate bidirectionally between a server and this server is included. to the aforementioned server While having the function which uses as a game machine the virtual machine displayed on the display screen of the aforementioned terminal unit by using aforementioned terminal unit itself as a game machine, and carries out a centralized control If a game sphere goes into the winning-a-prize mouth prepared in the game field of the game machine, while paying out the game sphere as a prize It is the communication game system by which it had the function to pay out to the

aforementioned winning-a-prize mouth, and to change the number of award balls which is a schedule. the aforementioned server The communication game system which pays out to the aforementioned winning-a-prize mouth, and is characterized by making the display means or the aforementioned display screen of the aforementioned terminal unit indicate the number of award balls which is a schedule by adjustable.

[Claim 8] The terminal unit of the arbitrary number which can communicate bidirectionally between a server and this server is included. to the aforementioned server While having the function which uses as a game machine the virtual machine displayed on the display screen of the aforementioned terminal unit by using aforementioned terminal unit itself as a game machine, and carries out a centralized control If a game sphere goes into either of the winning-a-prize mouths prepared in two or more [in the game field of the game machine] While paying out the game sphere as a prize, it is the communication game system by which it had the function to pay out for every aforementioned winning-a-prize mouth, and to change the number of award balls which is a schedule. the aforementioned server The communication game system which pays out for every aforementioned winning-a-prize mouth, and is characterized by relating with the arrangement part of each winning-a-prize mouth the number of award balls which is a schedule, and making the display means or the aforementioned display screen of the aforementioned terminal unit it indicate by adjustable.

[Claim 9] The aforementioned server is a communication game system according to claim 8 which displays on the screen half of another side the change pattern which shows whether it is great success while paying out for every aforementioned winning-a-prize mouth and making the screen half of the aforementioned display means or the aforementioned display screen indicate the number of award balls which is a schedule by adjustable.

[Claim 10] While having the function which uses as a game machine the virtual machine which communication of is bidirectionally enabled between the terminal units of an arbitrary number, and is displayed on the display screen of the aforementioned terminal unit by using aforementioned terminal unit itself as a game machine, and carries out a centralized control If a game sphere goes into the winning-a-prize mouth prepared in the game field of the game machine, while paying out the game sphere as a prize The server are the server equipped with the function to pay out to the aforementioned winning-a-prize mouth, and to change the number of award balls which is a schedule, pay out to the aforementioned winning-a-prize mouth, and carry out having had the control means which make the display means or the aforementioned display screen of the aforementioned terminal unit indicate the number of award balls which is a schedule by adjustable as the feature.

[Claim 11] While having the function which uses as a game machine the virtual machine which communication of is bidirectionally enabled between the terminal units of an arbitrary number, and is displayed on the display screen of the

aforementioned terminal unit by using aforementioned terminal unit itself as a game machine, and carries out a centralized control If a game sphere goes into either of the winning-a-prize mouths prepared in two or more [in the game field of the game machine] While paying out the game sphere as a prize, it is the server equipped with the function to pay out for every aforementioned winning-a-prize mouth, and to change the number of award balls which is a schedule. The server which pays out for every aforementioned winning-a-prize mouth, and is characterized by having the control means which the number of award balls which is a schedule is related [control means] with the arrangement part of each winning-a-prize mouth, and make the display means or the aforementioned display screen of the aforementioned terminal unit it indicate by adjustable.

[Claim 12] The aforementioned control means are servers according to claim 11 which display on the screen half of another side the change pattern which shows whether it is great success while paying out for every aforementioned winning-a-prize mouth and making the screen half of the aforementioned display means or the aforementioned display screen indicate the number of award balls which is a schedule by adjustable.

[Claim 13] The computer program are the computer program for the object for game machines, or game games to which it pays out to the aforementioned winning-a-prize mouth, and the number of award balls which is a schedule is changed while paying out the game sphere as a prize, if a game sphere goes into the winning-a-prize mouth prepared in the game field, pay out to the aforementioned winning-a-prize mouth, and carry out containing the display-control program for making a display means indicate the number of award balls which is a schedule by adjustable as the feature.

[Claim 14] If a game sphere goes into either of the winning-a-prize mouths prepared in two or more [in a game field] While paying out the game sphere as a prize, it is the computer program for the object for game machines, or game games to which it pays out for every aforementioned winning-a-prize mouth, and the number of award balls which is a schedule is changed. The computer program which pays out for every aforementioned winning-a-prize mouth, and is characterized by including the display-control program for relating with the arrangement part of each winning-a-prize mouth the number of award balls which is a schedule, and making a display means it indicate by adjustable.

[Claim 15] The aforementioned display-control program is a computer program according to claim 14 which displays on the screen half of another side the change pattern which shows whether it is great success while paying out for every aforementioned winning-a-prize mouth and making the screen half of the aforementioned display means indicate the number of award balls which is a schedule by adjustable.

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DETAILED DESCRIPTION

[Detailed Description of the Invention]

[0001]

[The technical field to which invention belongs] this invention relates to game machines, such as pachinko, the control method of the game machine, a communication game system, a server, and a computer program.

[0002]

[Description of the Prior Art] For example, in the common pachinko game machine, the general winning-a-prize mouth, the starting winning-a-prize mouth, and the large winning-a-prize mouth are prepared in every place in a game field. The number of award balls paid out when a game sphere goes into each winning-a-prize mouth is made into constancy for every winning-a-prize mouth. On the other hand, about the number of award balls, even when [that] a game sphere goes into the same winning-a-prize mouth, the technology which carries out increase and decrease of change internally is proposed so that it may differ according to a game situation etc.

[0003]

[Problem(s) to be Solved by the Invention] however -- it is in the game situation same only by carrying out increase and decrease of the number of award balls of change internally as the case where the number of award balls is constancy since there are also no means which a game person knows [the number of award balls of which is obtained and] when a game sphere goes into each winning-a-prize mouth -- **** -- it did not sense and an effect which invites especially interest was not acquired For example, the beginner who does not know that the number of award balls will change could do neither capture of changing an aim into the winning-a-prize mouth of the direction with many award balls each time, nor the method of pleasure, and was not able to harness change of the number of award balls effectively.

[0004]

[Description of the Invention] this invention makes it the technical problem to offer

the game machine which can utilize change of the number of award balls effectively, the control method of the game machine, a communication game system, a server, and a computer program while it is invented under such circumstances and invites a game person's interest.

[0005] In order to solve the above-mentioned technical problem, the following technical means are provided in this invention.

[0006] That is, it is the game machine to which it pays out to a winning-a-prize mouth, and the number of award balls which is a schedule is changed while paying out the game sphere as a prize, if a game sphere goes into the winning-a-prize mouth prepared in the game field according to the 1st side of this invention, and the game machine characterized by to have the display means which pays out to a winning-a-prize mouth and indicates the number of award balls which is a schedule by adjustable is offered.

[0007] Since the situation that the number of award balls changes according to the number of reward balls changing is displayed according to such a game machine, a game person can utilize change of the number of award balls effectively while he can **** [the number of award balls of which is obtained, and] and invites a game person's interest, when a game sphere goes into a winning-a-prize mouth.

[0008] If a game sphere goes into either of the winning-a-prize mouths prepared in two or more [in a game field] according to the 2nd side of this invention It is the game machine to which it pays out for every winning-a-prize mouth, and the number of award balls which is a schedule is changed while paying out the game sphere as a prize, and the game machine which pays out for every winning-a-prize mouth, and is characterized by having related with the arrangement part of each winning-a-prize mouth the number of award balls which is a schedule, and having the display means which indicates by adjustable is offered.

[0009] Since the situation that the number of reward balls changes for every winning-a-prize mouth is displayed according to such a game machine, a game person can **** [the number of award balls of which is obtained, and], if a game sphere goes into which winning-a-prize mouth, he can realize capture of changing an aim into a winning-a-prize mouth with many award balls each time it not only inviting a game person's interest, but, and how to enjoy himself, and can utilize change of the number of award balls effectively.

[0010] According to the gestalt of desirable operation, a display means displays the change pattern which shows whether it is great success on the screen half of another side while paying out for every winning-a-prize mouth and indicating the number of award balls which is a schedule by adjustable at a screen half.

[0011] Since according to such a game machine the display screen which shows change patterns, such as great success, for example in a pachinko game machine is used and the change situation of the number of reward balls is displayed with a change pattern on the display screen, it is not necessary to prepare the exclusive screen for displaying the number of award balls for every winning-a-prize mouth, and

a game person can check the situation that the number of award balls changes for every winning-a-prize mouth, on one screen.

[0012] It is the control method of the game machine to which it pays out to a winning-a-prize mouth, and the number of award balls which is a schedule changes while paying out the game sphere as a prize, if a game sphere goes into the winning-a-prize mouth prepared in the game field according to the 3rd side of this invention, and the control method of the game machine which pays out to a winning-a-prize mouth and is characterized by to make a display means indicate the number of award balls which is a schedule by adjustable is offered.

[0013] Since the situation that the number of award balls changes according to the number of reward balls changing is displayed according to the control method of such a game machine, a game person can utilize change of the number of award balls effectively while he can **** [the number of award balls of which is obtained, and] and invites a game person's interest, when a game sphere goes into a winning-a-prize mouth.

[0014] If a game sphere goes into either of the winning-a-prize mouths prepared in two or more [in a game field] according to the 4th side of this invention It is the control method of the game machine to which it pays out for every winning-a-prize mouth, and the number of award balls which is a schedule is changed while paying out the game sphere as a prize, and it pays out for every winning-a-prize mouth, and the control method of the game machine characterized by relating with the arrangement part of each winning-a-prize mouth the number of award balls which is a schedule, and making a display means it indicate by adjustable is offered.

[0015] Since the situation that the number of award balls changes for every winning-a-prize mouth is displayed according to the control method of such a game machine, a game person If a game sphere goes into which winning-a-prize mouth, it can **** [the number of award balls of which is obtained, and], and capture of changing an aim into a winning-a-prize mouth with many award balls each time it not only inviting a game person's interest, but and how to enjoy themselves can be realized, and change of the number of award balls can be utilized effectively.

[0016] While according to the form of desirable operation paying out for every winning-a-prize mouth and making the screen half of a display means indicate the number of award balls which is a schedule by adjustable, the change pattern which shows whether it is great success is displayed on the screen half of another side.

[0017] Since the situation that the display screen which shows change patterns, such as great success, for example in a pachinko game machine is used, and the number of reward balls changes with a change pattern on the display screen is displayed according to the control method of such a game machine, it is not necessary to prepare the exclusive screen for displaying the number of award balls for every winning-a-prize mouth, and a game person can check the situation that the number of award balls changes for every winning-a-prize mouth, on one screen.

[0018] According to the 5th side of this invention, the terminal unit of the arbitrary

number which can communicate bidirectionally between a server and this server is included. to a server While having the function which uses as a game machine the virtual machine displayed on the display screen of a terminal unit by using terminal unit itself as a game machine, and carries out a centralized control If a game sphere goes into the winning-a-prize mouth prepared in the game field of the game machine, while paying out the game sphere as a prize It is the communication game system by which it had the function to pay out to a winning-a-prize mouth and to change the number of award balls which is a schedule, and a server is paid out to a winning-a-prize mouth, and the communication game system characterized by making the display means or display screen of a terminal unit indicate the number of award balls which is a schedule by adjustable is offered.

[0019] According to such a communication game system, with the terminal unit with which a pachinko game is performed, for example using communication forms, such as the Internet Since the situation that the number of award balls changes according to the number of reward balls changing with control of a server is displayed on the display screen of a terminal unit, a game person When a game sphere goes into a winning-a-prize mouth, while being able to **** [the number of award balls of which is obtained, and] and inviting a game person's interest, change of the number of award balls is effectively utilizable.

[0020] According to the 6th side of this invention, the terminal unit of the arbitrary number which can communicate bidirectionally between a server and this server is included. to a server While having the function which uses as a game machine the virtual machine displayed on the display screen of a terminal unit by using terminal unit itself as a game machine, and carries out a centralized control If a game sphere goes into either of the winning-a-prize mouths prepared in two or more [in the game field of the game machine] While paying out the game sphere as a prize, it is the communication game system by which it had the function to pay out for every winning-a-prize mouth, and to change the number of award balls which is a schedule. a server The communication game system which pays out for every winning-a-prize mouth, and is characterized by relating with the arrangement part of each winning-a-prize mouth the number of award balls which is a schedule, and making the display means or display screen of a terminal unit it indicate by adjustable is offered.

[0021] According to such a communication game system, with the terminal unit with which a pachinko game is performed, for example using communication forms, such as the Internet Since the situation that the number of award balls changes with control of a server for every winning-a-prize mouth on the display screen of a terminal unit is displayed, a game person If a game sphere goes into which winning-a-prize mouth, it can **** [the number of award balls of which is obtained, and], and capture of changing an aim into a winning-a-prize mouth with many award balls each time it not only inviting a game person's interest, but and how to enjoy themselves can be realized, and change of the number of award balls can be utilized effectively.

[0022] According to the form of desirable operation, a server displays on the screen half of another side the change pattern which shows whether it is great success, while paying out for every winning-a-prize mouth and making the screen half of a display means or a display screen indicate the number of award balls which is a schedule by adjustable.

[0023] Since the situation that the imagination display screen which shows change patterns, such as great success, is used, for example in the case of a pachinko game, and the number of reward balls changes with a change pattern on the display screen is displayed according to such a communication game system, it is not necessary to prepare the exclusive screen for displaying the number of award balls for every winning-a-prize mouth, and a game person can check the situation that the number of award balls changes for every winning-a-prize mouth, on one screen.

[0024] According to the 7th side of this invention, communication is bidirectionally made possible between the terminal units of an arbitrary number. While having the function which uses as a game machine the virtual machine displayed on the display screen of a terminal unit by using terminal unit itself as a game machine, and carries out a centralized control If a game sphere goes into the winning-a-prize mouth prepared in the game field of the game machine, while paying out the game sphere as a prize It is the server equipped with the function to pay out to a winning-a-prize mouth and to change the number of award balls which is a schedule, and the server which pays out to a winning-a-prize mouth and is characterized by having the control means which make the display means or display screen of a terminal unit indicate the number of award balls which is a schedule by adjustable is offered.

[0025] According to such a server, with the terminal unit with which a pachinko game is performed, for example using communication forms, such as the Internet, since the situation that the number of award balls changes according to the number of reward balls changing with control of a server is displayed on the display screen of a terminal unit, about the malfeasance on the terminal unit of always making the number of award balls into the maximum, for example etc., it can protect because a server manages the number of award balls.

[0026] According to the 8th side of this invention, communication is bidirectionally made possible between the terminal units of an arbitrary number. While having the function which uses as a game machine the virtual machine displayed on the display screen of a terminal unit by using terminal unit itself as a game machine, and carries out a centralized control If a game sphere goes into either of the winning-a-prize mouths prepared in two or more [in the game field of the game machine] While paying out the game sphere as a prize, it is the server equipped with the function to pay out for every winning-a-prize mouth, and to change the number of award balls which is a schedule. The server which pays out for every winning-a-prize mouth, and is characterized by having the control means which the number of award balls which is a schedule is related [control means] with the arrangement part of each winning-a-prize mouth, and make the display means or display screen of a terminal

unit it indicate by adjustable is offered.

[0027] According to such a server, with the terminal unit with which a pachinko game is performed, for example using communication forms, such as the Internet, since the situation that the number of award balls changes with control of a server for every winning-a-prize mouth on the display screen of a terminal unit is displayed, about the malfeasance on the terminal unit of always making the number of award balls into the maximum, for example about a specific winning-a-prize mouth etc., it can protect because a server manages the number of award balls.

[0028] According to the form of desirable operation, control means display on the screen half of another side the change pattern which shows whether it is great success, while paying out for every winning-a-prize mouth and making the screen half of a display means or a display screen indicate the number of award balls which is a schedule by adjustable.

[0029] Since the situation that the imagination display screen which shows change patterns, such as great success, for example in the case of a pachinko game is indirectly controlled by the server, and the number of reward balls changes with a change pattern on the display screen is displayed according to such a server, the advantageous game situation for the game person of the change pattern of great success being shown or making the number of award balls into the maximum etc. is manageable by the server side.

[0030] If a game sphere goes into the winning-a-prize mouth prepared in the game field according to the 9th side of this invention While paying out the game sphere as a prize, it is the computer program for the object for game machines, or game games to which it pays out to a winning-a-prize mouth, and the number of award balls which is a schedule is changed. The computer program which pays out to a winning-a-prize mouth and is characterized by including the display-control program for making a display means indicate the number of award balls which is a schedule by adjustable is offered.

[0031] According to such a computer program, operation of the server concerning the game machine concerning the 1st side or the 7th side is realizable.

[0032] If a game sphere goes into either of the winning-a-prize mouths prepared in two or more [in a game field] according to the 10th side of this invention While paying out the game sphere as a prize, it is the computer program for the object for game machines, or game games to which it pays out for every winning-a-prize mouth, and the number of award balls which is a schedule is changed. The computer program which pays out for every winning-a-prize mouth, and is characterized by including the display-control program for relating with the arrangement part of each winning-a-prize mouth the number of award balls which is a schedule, and making a display means it indicate by adjustable is offered.

[0033] According to such a computer program, operation of the server concerning the side of the game machine concerning the 2nd side or the octavus is realizable.

[0034] According to the form of desirable operation, a display-control program

displays on the screen half of another side the change pattern which shows whether it is great success, while paying out for every winning-a-prize mouth and making the screen half of a display means indicate the number of award balls which is a schedule by adjustable.

[0035] Since according to such a computer program the display screen which shows change patterns, such as great success, for example in a pachinko game machine is controlled and the change situation of the number of reward balls is displayed with a change pattern on the display screen, it is not necessary to prepare the exclusive screen for displaying the number of award balls for every winning-a-prize mouth, and a game person can check the situation that the number of award balls changes for every winning-a-prize mouth, on one screen.

[0036] Other features and advantages of this invention will become clearer by explanation of the form of implementation of invention performed to below with reference to an accompanying drawing.

[0037]

[Embodiments of the Invention] Hereafter, the form of desirable operation of this invention is concretely explained with reference to a drawing.

[0038] Drawing 1 is the outline front view of the pachinko game machine in 1 operation form of this invention. In drawing 1, the game field 2 covered with transparent boards, such as a glass plate, is established in the abbreviation Johan section of main part 1 transverse plane of a pachinko game machine. Down the bottom half section 2 of transverse-plane abbreviation of a main part 1, i.e., the game field The operation handle 3 for firing a game sphere in the game field 2 by rotation operation of a game person, Up game sphere saucer 4a for collecting the game sphere gained when a game sphere won a prize of the winning-a-prize mouth mentioned later etc., and the game sphere which the game person borrowed, in spite of having been discharged by operation of the operation handle 3, arrive to the game field 2 — lower game sphere saucer 4b for collecting the game sphere which was not, the game sphere overflowed more from up game sphere saucer 4a to the limit is prepared Moreover, it is the upper part of the game field 2, and the loudspeakers 5A and 5B of the couple for outputting sound are formed in the left end and right end side.

[0039] The 1st display 6 for displaying two or more change patterns etc. in the game field 2, Two or more general winning-a-prize mouth 7A for gaining the game sphere discharged by operation of the operation handle 3 in the game field 2 as a winning-a-prize sphere, Starting winning-a-prize mouth 7B for fluctuating the change pattern currently displayed on the 1st display 6 according to winning a prize of a game sphere, When a game sphere wins a prize at starting winning-a-prize mouth 7B during change of the change pattern which was prepared in the entrance of this starting winning-a-prize mouth 7B and which is usually displayed on the 1st display 6 as electric accessory 7C, The 1st storage numeral equipment 8 for telling a game person about the information on the number of winning-a-prize game spheres as the

number of times of a stock (the so-called number of holds) by luminescence, since the transaction count of a maximum of 4 batches is stocked, The 2nd display 9 for [used as the factor for usually determining the necessity of an operation of electric accessory 7C] usually displaying a pattern, For example, when the change pattern by which it is indicated by change becomes the 1st display 6 with the combination which shifts to a great success game state It is wide opened by the large winning-a-prize mouth opening solenoid mentioned later, and when a game sphere wins a prize, the large winning-a-prize mouth 11 which can gain many game spheres from general winning-a-prize mouth 7A or starting winning-a-prize mouth 7B, and the ornament lamp 12 which directs a pachinko game machine by emitting light are formed.

[0040] Drawing 2 is the circuit block diagram of the above-mentioned pachinko game machine. The bus connection of CPU20, ROM21, RAM22, and the interface circuitry 23 is carried out mutually. Input port A, output port B, game sphere launcher 3A, and the game sphere exhaust 15 are connected to an interface circuitry 23, and an interface circuitry 23 controls communication between CPUs20, these various external circuits, or equipment to it.

[0041] Winning-a-prize mouth switch 16A—, and starting mouth switch 16B, the specific field passage switch 17, the count switch 18, the gate switch 19, the timer switch 26 and the probability setting device 27 are connected to input port A, and these various external circuits supply a signal to CPU20 through input port A.

[0042] The 1st display 6, the large winning-a-prize mouth opening solenoid drive circuit 28, the 1st storage numeral equipment 8, the 2nd display 9, the accessory opening solenoid drive circuit 29, the 2nd storage numeral equipment 30, the ornament lamp 12, and the loudspeaker drive circuit 5 are connected to output port B, and the control signal from CPU20 is supplied to these various external circuits or equipment.

[0043] Large winning-a-prize mouth opening solenoid 28a for being controlled by CPU20, and driving, and opening and closing the large winning-a-prize mouth 11 is connected to the large winning-a-prize mouth opening solenoid drive circuit 28. It is controlled by CPU20, and drives in the accessory opening solenoid drive circuit 29, and accessory opening solenoid 29a for carrying out that it is easy to make a game sphere win a prize of starting winning-a-prize mouth 7B is connected to it by usually operating electric accessory 7C. Loudspeakers 5A and 5B are connected to the loudspeaker drive circuit 5.

[0044] CPU20 operates based on the program stored in ROM21, generates an output signal according to the detecting signal from various kinds of switches inputted through input port A etc., and supplies it to various kinds of display, solenoid drive circuits, etc. through output port B.

[0045] The program for operating CPU20, the data of fixation decided beforehand are stored in ROM21. Especially, the program for general winning-a-prize mouth 7A, starting winning-a-prize mouth 7B, and determining probable the number of award balls of which is paid out per [which won a prize when the game sphere went into

the large winning-a-prize mouth 11 further] game sphere etc. is included in this ROM21. According to control of such a number of award balls, usually, it is controlled by suitable timing so that the number of award balls changes within the limits of a maximum of 20 pieces with this operation form at general winning-a-prize mouth 7A although seven pieces, five pieces, and 13 pieces are made into the minimum number, respectively for example, although the number of award balls pays out as 13 constancy by five pieces and the large winning-a-prize mouth 11 by seven pieces and starting winning-a-prize mouth 7B. Even when it follows, for example, a game sphere goes into general winning-a-prize mouth 7A of the same kind, the numbers of award balls differ according to a game situation etc.

[0046] RAM22 provides CPU20 with a work area, and memorizes various kinds of variable datas temporarily.

[0047] Winning-a-prize mouth switch 16A detects the game sphere which won a prize of every general winning-a-prize mouth 7A, and supplies a detection signal to CPU20.

[0048] Starting mouth switch 16B detects the game sphere which won a prize of starting winning-a-prize mouth 7B, and supplies a detection signal to CPU20.

[0049] The specific field passage switch 17 is installed in the interior of the large winning-a-prize mouth 11, is for detecting that the game sphere passed through the specific field, and supplies a detection signal to CPU20. This specific field passage switch 17 makes the large winning-a-prize mouth 11 open wide again after closing of the large winning-a-prize mouth 11 by a game sphere's winning a prize of the large winning-a-prize mouth 11, and passing through a specific field at the time of opening of the large winning-a-prize mouth 11 by large winning-a-prize mouth opening solenoid 28a.

[0050] The count switch 18 is for detecting the game sphere which won a prize of the large winning-a-prize mouth 11, and counting the number of winning a prize of the game sphere to the large winning-a-prize mouth 11 between 1 cycles from opening of the large winning-a-prize mouth 11 by large winning-a-prize mouth opening solenoid 28a to closing. This count switch 18 supplies a detection signal to CPU20.

[0051] The gate switch 19 detects the game sphere which passes through the gate in the game field 2 (illustration abbreviation), is a thing for [which is displayed on the 2nd display 9] usually carrying out the change start of the pattern, and supplies a detection signal to CPU20. That is, if a game sphere passes through the gate, it is based on a detection signal from this gate switch 19. If the pattern is usually indicated by change in order for CPU20 to make electric accessory 7C usually open (there is also a thing which do not make electric accessory 7C usually open and for which a pattern is usually displayed, of course), and a game sphere does not pass through the gate Electric accessory 7C does not usually open in the state [that a pattern is usually displayed / of last time].

[0052] The timer switch 26 detects the game sphere which won a prize of starting

winning-a-prize mouth 7B like starting mouth switch 16B, and supplies a detection signal to CPU20. Based on the detection signal from this timer switch 26, the timer (not shown) attached to CPU20 clocks the elapsed time from the time of winning a prize of starting winning-a-prize mouth 7B at the end. And CPU20 shortens the display time of the dynamic image for reach production, when the number of holds of the winning-a-prize sphere of starting winning-a-prize mouth 7B is 3 or 4.

[0053] The probability setting device 27 is for making a setting change of the probability of generating great success, the probability of changing the number of award balls, etc.

[0054] The 1st display 6 consists for example, of liquid crystal display equipment, is controlled by CPU20, and after it indicates two or more patterns by change, it indicates by halt. Moreover, the 1st display 6 displays the dynamic image which combines with a change pattern and consists of a character picture etc. It is at the place time and a change pattern, a character picture, etc. are displayed for example, on a screen left half by control of CPU20 in the 1st display 6. The number of the award balls which change each time for every part in which the game field 2 whole is virtually displayed on a screen right half by control of CPU20 on the other hand, and each winning-a-prize mouths 7A, 7B, and 11 are located is displayed.

[0055] The 1st storage numeral equipment 8 is for consisting of four light emitting diodes, being controlled by CPU20, and reporting the number of holds of change pattern starting to a game person visually. That is, since the transaction count of a maximum of 4 batches is stocked when a game sphere wins a prize of starting winning-a-prize mouth 7B, the 1st storage numeral equipment 8 tells a game person about the information on the number of winning-a-prize game spheres as the number of times of a stock (the so-called number of holds) by luminescence at a game person.

[0056] The 2nd display 9 consists of structure which arranged much light emitting diodes in the shape of a matrix, is controlled by CPU20, and displays the common pattern used as the factor which makes electric accessory 7C usually open.

[0057] Although especially the 2nd storage numeral equipment 30 is not illustrated, it is for consisting of four light emitting diodes, for example, being controlled by CPU20, and usually reporting the number of holds of pattern starting to a game person visually. That is, the 2nd storage numeral equipment 30 tells the information on the number of winning-a-prize game spheres made into the number of times of a stock (the so-called number of holds) at a game person since a maximum of four batches of transaction counts of a pattern are usually stocked by what a game sphere passes through the gate by luminescence.

[0058] A main part 1 is directed by the ornament lamp's 12 consisting of much light emitting diodes, and being controlled by CPU20, and switching on the light and putting out the light, namely, emitting light.

[0059] The loudspeaker drive circuit 5 drives the loudspeakers 5A and 5B of a couple, and generates the sound effect according to the game situation etc. through

Loudspeakers 5A and 5B.

[0060] Game sphere launcher 3A is controlled by CPU20, and when a game person does rotation operation of the operation handle 3, it fires a game sphere in the game field 2.

[0061] The game sphere exhaust 15 is controlled by CPU20, and when a game sphere wins a prize of general winning-a-prize mouth 7A, starting winning-a-prize mouth 7B, or the large winning-a-prize mouth 11, it pays out the number of award balls which is different each time in up game sphere saucer 4a or lower game sphere saucer 4b.

[0062] That is, the 1st display 6 was paid out for every winning-a-prize mouth, related with the arrangement part of each winning-a-prize mouth the number of award balls which is a schedule, and has realized the display means which indicates by adjustable.

[0063] CPU20 was paid out for every winning-a-prize mouth, related with the arrangement part of each winning-a-prize mouth the number of award balls which is a schedule, and has realized the control means which indicate by adjustable for the display means.

[0064] Next, the outline of the whole operation is explained.

[0065] If a game person grasps the operation handle 3 and makes it rotate in the predetermined direction more than a predetermined angle, a manipulate signal will be supplied to CPU20 from game sphere launcher 3A. Thereby, a control signal is supplied to game sphere launcher 3A from CPU20, and a game sphere is discharged by game sphere launcher 3A in the game field 2. At this time, the number of award balls scheduled for the time of winning a prize of each winning-a-prize mouths 7A, 7B, and 11 by control of CPU20 is displayed on the screen right half of the 1st display 6. And CPU20 determines [the winning-a-prize mouths 7A and 7B and] with probabilistic algorithm the number of award balls of which is paid out for every 11, and is changing the number of award balls of each winning-a-prize mouths 7A, 7B, and 11 each time.

[0066] Drawing 3 is explanatory drawing for explaining an example of the display screen of the 1st display 6, as shown in this drawing, at a certain time, three change patterns 6a is displayed in the left half of [screen] the 1st display 6, and the numbers 6b-6d of award balls are displayed on a screen right half corresponding to the position of the appearance of each winning-a-prize mouths 7A, 7B, and 11. Among these, although number of award balls 6b corresponds to general winning-a-prize mouth 7A, number of award balls 6c corresponds to starting winning-a-prize mouth 7B and 6d of award-balls numbers corresponds to the large winning-a-prize mouth 11, each numbers 6b-6d of award balls are not what was always made into the constant value, and are changed to suitable timing.

[0067] In the situation that the number of award balls changes, if it falls with gravity, for example, a prize of starting winning-a-prize mouth 7B is won while the game sphere which reached in the game field 2 collides with a nail etc., the game sphere

will be detected by starting mouth switch 16B, and a detection signal will be supplied to CPU20 from starting mouth switch 16B. Thereby, CPU20 controls the 1st display 6 and the pattern is indicated by change. Furthermore, CPU20 determines whether to be great success with probabilistic algorithm. For example, CPU20 makes the sampling equipment outside drawing sample the random number generated by the random-number-generation equipment outside drawing, compares the contents of the table stored in the sampled numeric value and ROM21, and it decides whether to be great success.

[0068] Although a game sphere pays out at this time because a game sphere wins a prize of starting winning-a-prize mouth 7B, CPU20 controls the game sphere exhaust 15 to pay out the number of award balls currently displayed when a prize was won. Therefore, the numbers of the game sphere actually paid out according to winning a prize of starting winning-a-prize mouth 7B shall differ each time according to the indicated value of the number of award balls made into a maximum of 20 ranges from at least five pieces.

[0069] In the reach state by which a halt indication of two of three patterns by which it is indicated by change is given, and two are shown in the 1st display 6 by those same kinds, the 1st display 6 is controlled by CPU20, and a change indication of other patterns is given with a dynamic image. at this time, as a dynamic image, the character picture by animation is expressed, for example, and the character picture is [a pattern] subject to change — it is — the various kinds of making it move etc. — colorful production is made visually In addition, the pattern by which it is indicated by change at the 1st display 6 consists of ten numerical patterns "0" — "9" Becoming and other patterns, and during a change display, it is in sight as these patterns are scrolling to lengthwise at high speed.

[0070] On the other hand, in great success, the change pattern displayed on the display screen of the 1st display 6 stops in the state where it was equal to the three same patterns through for example, the reach state. Thereby, great success is reported to a game person.

[0071] If it becomes such great success, CPU20 will control large winning-a-prize mouth opening solenoid 28a through the large winning-a-prize mouth opening solenoid drive circuit 28, and the large winning-a-prize mouth 11 will be opened wide. And if a game sphere wins a prize of the large winning-a-prize mouth 11, the count switch 18 will detect a game sphere and will supply a detection signal to CPU20. Also at this time, as for CPU20, the game sphere exhaust 15 is controlled to pay out the number of award balls currently displayed when a prize was won. Therefore, the numbers of the game sphere actually paid out according to winning a prize of the large winning-a-prize mouth 11 shall differ each time according to the indicated value of the number of award balls made into a maximum of 20 ranges from at least 13 per close awarded-balls number. And when the game sphere which 30 seconds have passed since the opening time of the large winning-a-prize mouth 11, or went into the large winning-a-prize mouth 11 amounts to ten pieces, CPU20 controls

large winning-a-prize mouth opening solenoid 28a through the large winning-a-prize mouth opening solenoid drive circuit 28, and the large winning-a-prize mouth 11 is made to close.

[0072] Moreover, when the game sphere which won a prize of the large winning-a-prize mouth 11 passes through the specific field established in the interior of the large winning-a-prize mouth 11, the specific field passage switch 17 detects a game sphere, and supplies a detection signal to CPU20. Thereby, CPU20 makes the large winning-a-prize mouth 11 open wide again, after the large winning-a-prize mouth 11 is closed. Therefore, a game person can perform a game, after opening of the large winning-a-prize mouth 11 has continued substantially, and he can experience the great success game state of gaining a lot of game spheres. However, re-opening of the large winning-a-prize mouth 11 is not performed without any restriction, for example, it limits to 16 times. That is, a game person plays a game under the open state of a maximum of 16 rounds, when from one opening of the large winning-a-prize mouth 11 to synizesis is considered as one round. In short, the number of award balls obtained by per one round at the time of great success is made into for a maximum of 200 to at least 130 pieces according to the display of 6d of award-balls numbers, and is changed by the timing which won a prize each time.

[0073] On the other hand, when a game sphere goes into general winning-a-prize mouth 7A, although a pattern is not changed only by a game sphere paying out, as for CPU20, the game sphere exhaust 15 is controlled to pay out the number of award balls currently displayed when a prize was won also at this time. Therefore, the numbers of the game sphere actually paid out according to winning a prize of general winning-a-prize mouth 7A shall differ each time according to the indicated value of the number of award balls made into a maximum of 20 ranges from at least seven pieces.

[0074] Thereby, in the situation whose game sphere on hand decreased, the number of award balls displayed on the screen right half of the 1st display 6 can be made reference, and a game person can change an aim into the winning-a-prize mouths 7A, 7B, and 11 with which more numbers of award balls are obtained each time, changes how to hammer out a game sphere, and can realize various ways of enjoying oneself.

[0075] The game sphere which did not win a prize in the above game situations is discharged by the exterior of the game field 2 from the out mouth outside drawing.

[0076] Hereafter, the control processing about the number of award balls is explained.

[0077] Drawing 4 is a flow chart which shows the number control processing of award balls. As shown in this drawing, CPU20 is changing the number of award balls to predetermined timing for every [the winning-a-prize mouths 7A and 7B and] 11 (S1). Since the number of award balls is changed by control of CPU20 probable at this time, it may decrease, if it may increase more than last time. However, about the number of award balls, the minimum number is beforehand decided for every

[the winning-a-prize mouths 7A and 7B and] 11, and it is desirable to make it change so that it may increase more than the minimum number at least. That is, since a certain amount of number of award balls will be obtained at the time of winning a prize however the number of award balls may change if it is set as the number of the grade acquired as constancy also with the conventional pachinko game machine as the minimum number of the number of award balls, a game person's hope can be given to the result from which a game person was not made to result in an especially disadvantageous situation, and the number of award balls changed. Of course, depending on a design specification, it is good also considering the minimum number of the number of award balls as zero considerable few piece, one etc. piece, etc.

[0078] Moreover, CPU20 is displaying the numbers 6b-6d of award balls for every position of the appearance of the winning-a-prize mouths 7A, 7B, and 11 by controlling the screen right half of the 1st display 6 by the mode as shown in drawing 3 (S2).

[0079] And if a game sphere wins a prize of one of the general winning-a-prize mouth 7A, for example (S3:YES), when CPU20 wins a prize, it will control the game sphere exhaust 15 to pay out the number of award balls currently displayed corresponding to the general winning-a-prize mouth 7A. Consequently, when a prize is actually won, the game sphere which consists of the number of award balls currently displayed pays out (S4). Then, CPU20 returns to S1 again. In addition, in the state where a game sphere wins a prize of neither of each winning-a-prize mouths 7A, 7B, and 11, (S3:NO) and CPU20 continue the processing to which it returns to S1 and the number of award balls is changed. Thus, when a lameness crack and the situation that a game sphere is not hammered out continue even if it carries out predetermined-time progress as long as a game sphere is hammered out in a predetermined time, you may make it not change the control processing to which the number of award balls is changed until it resets the number of award balls to initial value or a game sphere is hammered out next. Of course, you may continue making it make it the number of award balls always change also in the situation that a game sphere is not hammered out at all.

[0080] Therefore, since the number of reward balls which the winning-a-prize mouths 7A and 7B and the situation that the number of reward balls changed for every 11 were displayed, and was displayed when a prize was won can be gained according to the above-mentioned pachinko game machine A game person can know certainly, whenever the number of award balls will change [the number of award balls of which is obtained, and] strangely, if a game sphere is not merely only hammered out aimlessly but a game sphere goes into which winning-a-prize mouths 7A, 7B, and 11. That is, in the pachinko game machine from which the number of award balls changes, a game person's interest can be invited because change of the number of award balls is interlocked with and the display also changes, capture of changing an aim into the winning-a-prize mouths 7A, 7B, and 11 with many award

balls moreover each time and how to enjoy themselves can be realized, and change of the number of award balls can be utilized effectively.

[0081] Drawing 5 is the outline block diagram of the communication game system in 1 operation form of this invention. This communication game system is equipped with the server 31, the terminal unit 32 of an arbitrary number, and the communication network 33. The management entrepreneur to whom management was commissioned has managed the server 31 from the management entrepreneur or its management entrepreneur of a communication game system, and the mass storage system etc. is attached. A terminal unit 32 is for example, a game person's personal computer, home video game equipment, a handheld game machine, or carried type telephone equipment, and is accessible to a server 31 through a communication network 33. Communication networks 33 are the aggregates by the cable or radio, such as a public communication channel network and the Internet. Of course, a terminal unit 32 may be connected to a communication network 33 through LAN.

[0082] In this communication game system, the executive program for performing a communication game beforehand, for example to a game person is distributed by the above-mentioned management entrepreneur or the management entrepreneur through record media, the Internet, etc., such as CD-ROM, and will be in the state in which a game is possible by installing the above-mentioned executive program in the self terminal unit 32. In addition, the image data for displaying on the display screen other than the above-mentioned executive program, the program for performing communication with a server 31, etc. are recorded on the record medium. A game person accesses a server 31 from the self terminal unit 32 through the above-mentioned executive program. According to it, a server 31 sends an invocation command to a terminal unit 32.

[0083] A terminal unit's 32 reception of an invocation command displays the image of the portion equivalent to the game field 2 of the pachinko game machine concerning the operation form which carried out point ** on the display screen of the terminal unit 32. If it puts in another way, an imagination pachinko game machine etc. will be created by the display screen of the terminal unit 32 which a game person uses. And this imagination pachinko game machine etc. performs the same operation as the operation form which carried out point ** based on the above-mentioned executive program.

[0084] In this case, after pushing key switches, such as a mouse of a terminal unit 32, or a keyboard, and setting up the strength of discharge of an imagination game sphere instead of a game person being the operation handle 3, even if it does not continue pushing a key switch, an imagination game sphere may be made to be discharged. Moreover, an imagination game sphere may be made to be discharged instead of a game person being the operation handle 3 a condition [continuing pushing key switches, such as a mouse of a terminal unit 32, or a keyboard,].

[0085] Based on the strength of discharge of the game sphere set up by for example,

the game person, the movement is determined at random by CPU by which the terminal unit 32 was equipped with the imagination game sphere in the portion equivalent to the game field 2. And CPU distinguishes that detected the movement of an imagination game sphere based on the coordinate set up in the portion equivalent to the game field 2, for example, the game sphere won a prize of a winning-a-prize mouth.

[0086] However, about operation allowed neither the malfeasance on the terminal unit 32 of changing the number of others and award balls which is generating of a reach state or a great success state, or winning a prize, nor reconstruction, it is desirable for a server 31 to process on real time. Of course, it restricts, when performing a game, and you may make it transmit the program for performing a pachinko game to a terminal unit 32 through a communication network 33 from a server 31. In this case, the program for a terminal unit 32 performing a pachinko game instead of a server 31 will be performed. Furthermore, you may be made to perform the program for performing a pachinko game, transmitting a part of program for performing a pachinko game to a terminal unit 32 through a communication network 33 from a server 31, and exchanging various kinds of data and information on real time between a server 31 and a terminal unit 32.

[0087] Moreover, though an indicative data is outputted by it being installed in a terminal unit 32 with the program for performing a pachinko game, and being called at any time from a server 31 according to a game situation, it is good. Or the indicative data is prepared for the server 31 and streaming processing is performed between a server 31 and a terminal unit 32, and a server 31 transmits an indicative data to a terminal unit 32, and you may make it make it output to it each time.

[0088] In addition, this invention is not a limiting-to each above-mentioned operation form thing.

[0089] Although [the above-mentioned operation form] the number of award balls is displayed on the 1st display 6 for every [the winning-a-prize mouths 7A and 7B and] 11 It is good though Displays 7a, 7b, and 11a are formed near the actual position of each winning-a-prize mouths 7A, 7B, and 11 in the game field 2 as other operation forms as shown in drawing 6 , and the number of award balls is displayed on these displays 7a, 7b, and 11a.

[0090] Moreover, though the number of award balls expresses the number of award balls by the lighting number of an indicator lamp, the level gauge to change so that the numeric value itself may not be displayed but increase and decrease of change can be caught visually for example, it is good.

[0091] Though the winning-a-prize mouth to which the number of award balls is changed changes the number of award balls only about specific one not only of for example, plurality but the general winning-a-prize mouth 7A like general winning-a-prize mouth 7A, starting winning-a-prize mouth 7B, and the large winning-a-prize mouth 11, it is good.

[0092] It is good also as the number method of printing game spheres based on the

accumulation number of the game sphere hammered out not only to the time method to which it was presupposed that control processing to which the number of award balls is changed is performed only based on time timing but to the game field 2, and a transaction count method based on the number of times of the total to which the change pattern was changed by the time it changed into the great success state. Furthermore, it is good though it is made to change in the direction to which **** balance of the accumulation number of the hammered-out game sphere, and the total number of the actually paid-out game sphere, restrict when the rate of the latter to the former is less than the balance level defined beforehand, and the number of award balls is made to increase.

[0093] Unlike special-purpose machinerys, such as the above-mentioned pachinko game machine, this invention is applicable also to a general-purpose game machine (an equipped with liquid crystal screen carrying type thing, and thing which projects a game screen on a television receiver). According to this, idea nature can be raised by displaying the same game production screen as a pachinko game machine on the display screen.

[0094] Moreover, a server 31 may be an exclusive server for carrying out the centralized control of many pachinko game machines which are not used through the Internet etc. and installed in the pachinko hole. In this case, about change and a display of the number of award balls, it is desirable for an exclusive server to control collectively for every pachinko game machine.

[0095] kana, others, for example, the kanji, animals and plants, the character of animation, and mah-jongg — a tile, an emblem, or a map may be what pattern [number / as shows change pattern 6a to drawing 3]

[Translation done.]

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DESCRIPTION OF DRAWINGS

[Brief Description of the Drawings]

[Drawing 1] It is the outline front view of the pachinko game machine in 1 operation

gestalt of this invention.

[Drawing 2] It is the circuit block diagram of a pachinko game machine.

[Drawing 3] It is explanatory drawing for explaining an example of the display screen of the 1st display.

[Drawing 4] It is the flow chart which shows the number control processing of award balls.

[Drawing 5] It is the outline block diagram of the communication game system in 1 operation gestalt of this invention.

[Drawing 6] It is the outline front view of the pachinko game machine concerning other operation gestalten of this invention.

[Description of Notations]

1 Main Part of Pachinko Game Machine

2 Game Field

6 1st Display

7A General winning-a-prize mouth

7B Starting winning-a-prize mouth

9 2nd Display

11 Large Winning-a-Prize Mouth

20 CPU

21 ROM

22 RAM

31 Server

32 Terminal Unit

33 Communication Network

[Translation done.]

* NOTICES *

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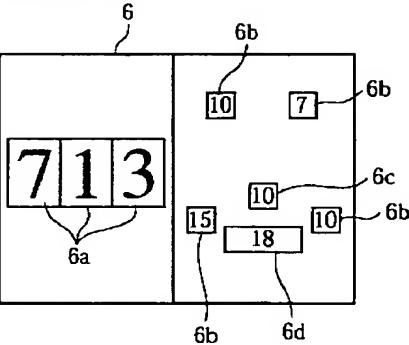
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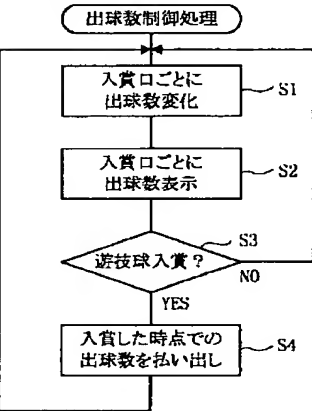
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DRAWINGS

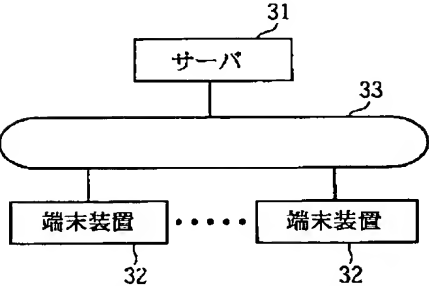
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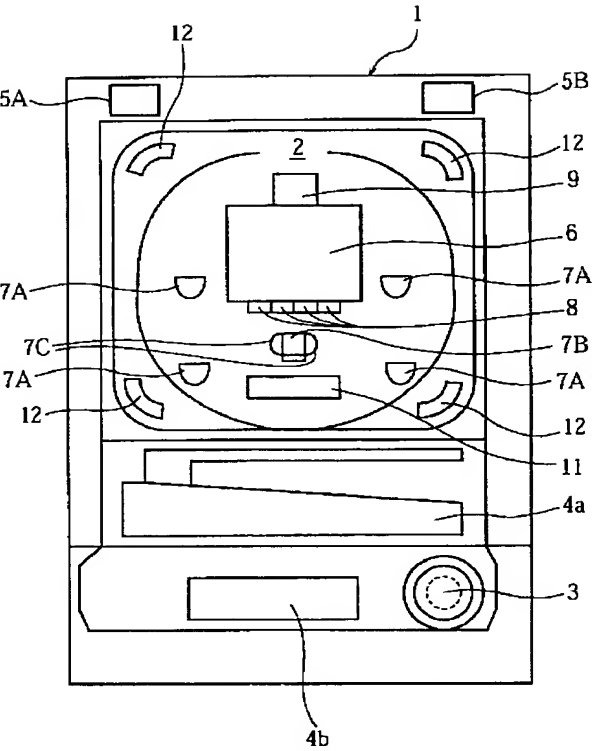
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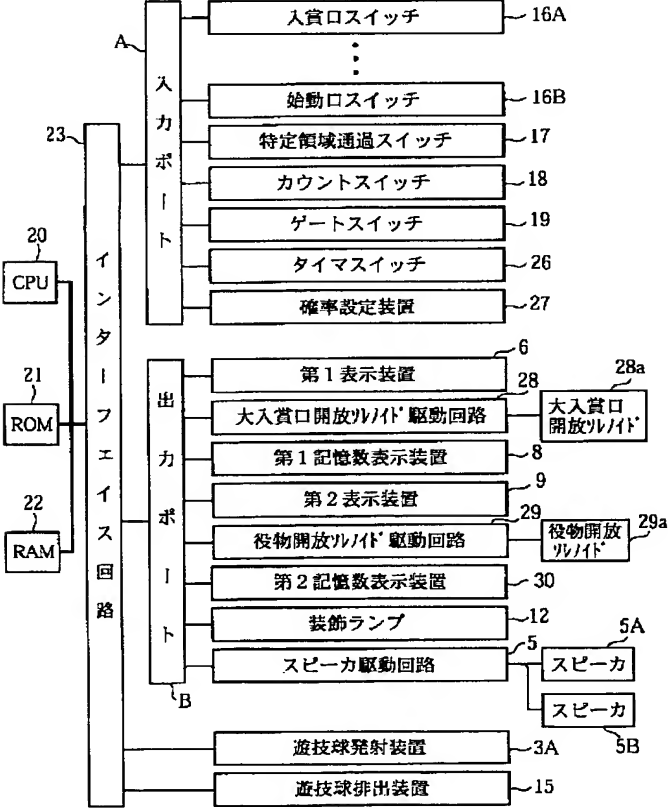
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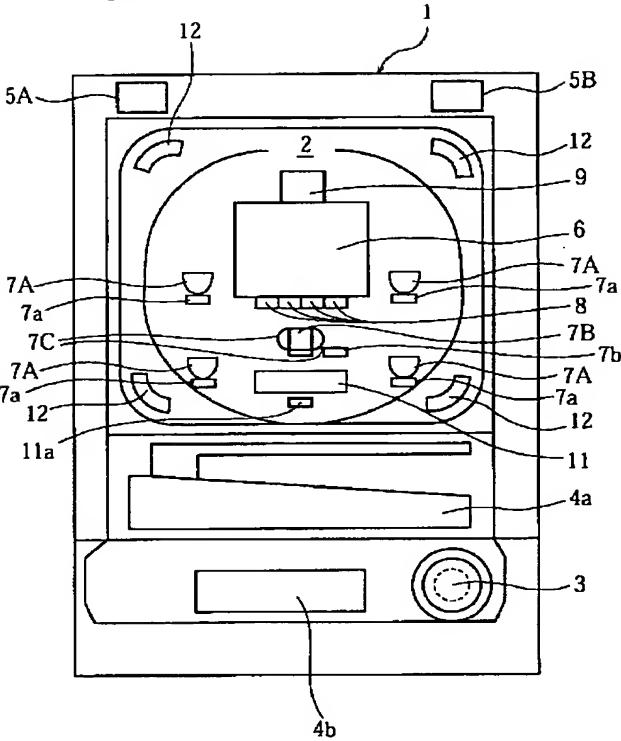
[Drawing 1]



[Drawing 2]



[Drawing 6]



[Translation done.]